

What is Claimed is:

1. A process of accessing live activities and events through Internet, comprising the steps of:

5 (a) capturing at least a live action event having at least one participant carrying at least a video camera supported on an eye level position of said participant for capturing said live action event from a point of view of said participant;

(b) uploading said live action event to a central control site through Internet; and

10 (c) broadcasting said live action event to a subscriber via said central control site through Internet.

2. The process, as recited in claim 1, wherein said participant carries said video camera via a head set, wherein said video camera is mounted on said head set at a position as same as said eye level position of said participant.

15 3. The process, as recited in claim 1, wherein said central control site not only acts an information center for subscribers to research information of said live action event through Internet but also is a central managing center for managing operation of said live action events.

20 4. The process, as recited in claim 2, wherein said central control site not only acts an information center for subscribers to research information of said live action event through Internet but also is a central managing center for managing operation of said live action events.

5. The process, as recited in claim 1, further comprising an additional step of accepting at least a sponsor to support said live action event by placing advertisement on a monitor screen of said subscribers during broadcasting said live action events.

6. The process, as recited in claim 2, further comprising an additional step of accepting at least a sponsor to support said live action event by placing advertisement on a monitor screen of said subscribers during broadcasting said live action events.

5 7. The process, as recited in claim 4, further comprising an additional step of accepting at least a sponsor to support said live action event by placing advertisement on a monitor screen of said subscribers during broadcasting said live action events.

10 8. The process, as recited in claim 1, wherein in said step (C) further comprises a step of providing an option menu comprising a data of past live action events, current live action events, and coming live action events for said subscriber to select.

15 9. The process, as recited in claim 2, wherein in said step (C) further comprises a step of providing an option menu comprising a data of past live action events, current live action events, and coming live action events for said subscriber to select.

10 10. The process, as recited in claim 4, wherein in said step (C) further comprises a step of providing an option menu comprising a data of past live action events, current live action events, and coming live action events for said subscriber to select.

20 11. The process, as recited in claim 7, wherein in said step (C) further comprises a step of providing an option menu comprising a data of past live action events, current live action events, and coming live action events for said subscriber to select.

25 12. The process, as recited in claim 8, wherein said option menu further comprises a musical arrangement having a plurality of music adapted for being selected by said subscriber to play during said live action event.

13. The process, as recited in claim 9, wherein said option menu further comprises a musical arrangement having a plurality of music adapted for being selected by said subscriber to play during said live action event.

14. The process, as recited in claim 10, wherein said option menu further comprises a musical arrangement having a plurality of music adapted for being selected by said subscriber to play during said live action event.
- 5 15. The process, as recited in claim 11, wherein said option menu further comprises a musical arrangement having a plurality of music adapted for being selected by said subscriber to play during said live action event.
- 10 16. The process, as recited in claim 2, wherein said participant is capable of interacting with said subscribers, via said head set, through a third person relaying messages during said live action event.
- 15 17. The process, as recited in claim 4, wherein said participant is capable of interacting with said subscribers, via said head set, through a third person relaying messages during said live action event.
- 15 18. The process, as recited in claim 7, wherein said participant is capable of interacting with said subscribers, via said head set, through a third person relaying messages during said live action event.
19. The process, as recited in claim 11, wherein said participant is capable of interacting with said subscribers, via said head set, through a third person relaying messages during said live action event.
- 20 20. The process, as recited in claim 15, wherein said participant is capable of interacting with said subscribers, via said head set, through a third person relaying messages during said live action event.
- 25 21. The process, as recited in claim 4, wherein said central control site provides at least a chat room for said subscribers involved in said live action event to communicate with each other throughout said live action event and thus to communicate with said central control site.
22. The process, as recited in claim 7, wherein said central control site provides at least a chat room for said subscribers involved in said live action event to

communicate with each other throughout said live action event and thus to communicate with said central control site.

23. The process, as recited in claim 11, wherein said central control site provides at least a chat room for said subscribers involved in said live action event to
5 communicate with each other throughout said live action event and thus to communicate with said central control site.

24. The process, as recited in claim 15, wherein said central control site provides at least a chat room for said subscribers involved in said live action event to communicate with each other throughout said live action event and thus to communicate
10 with said central control site.

25. The process, as recited in claim 20, wherein said central control site provides at least a chat room for said subscribers involved in said live action event to communicate with each other throughout said live action event and thus to communicate with said central control site.